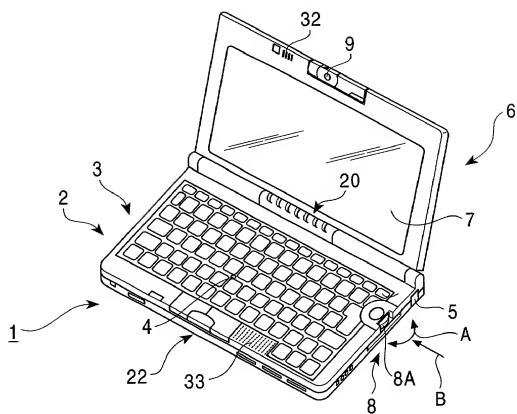


FIG. 1



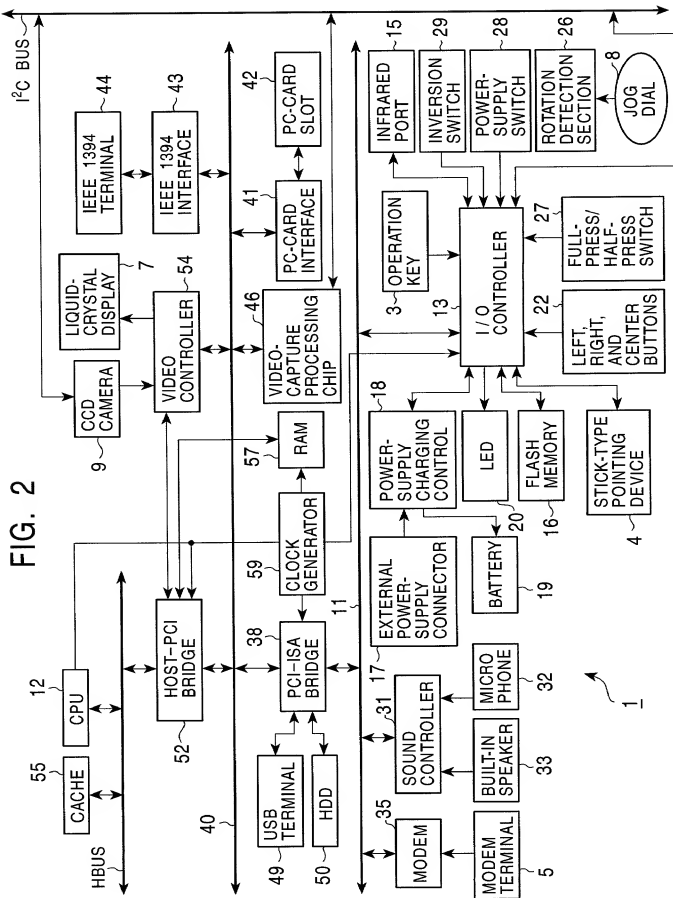


FIG. 3

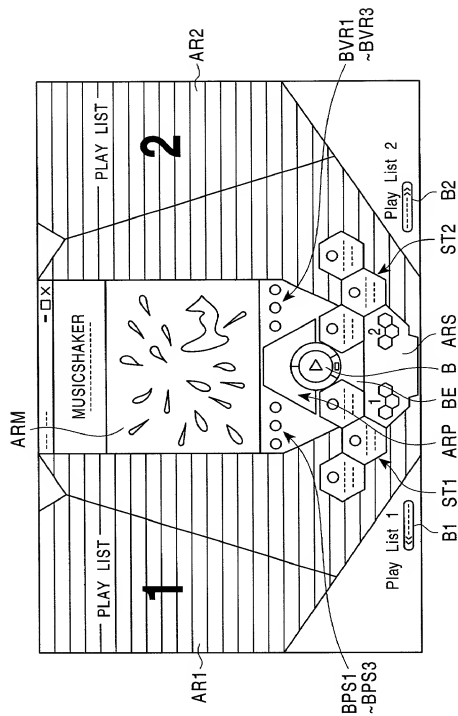


FIG. 4

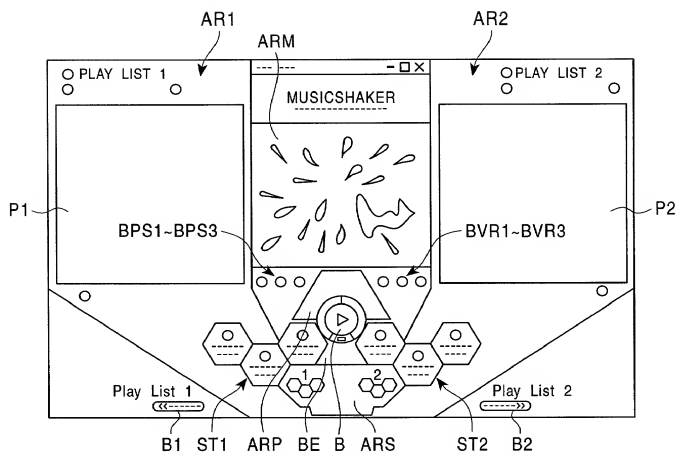


FIG. 5

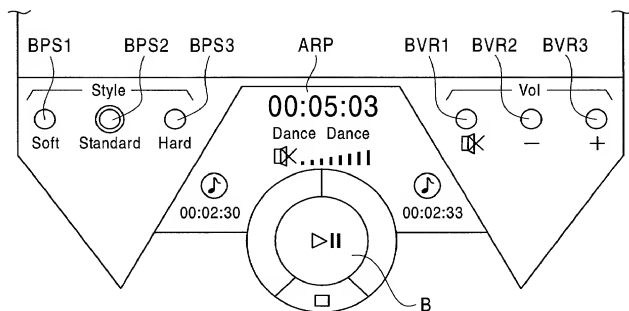


FIG. 6

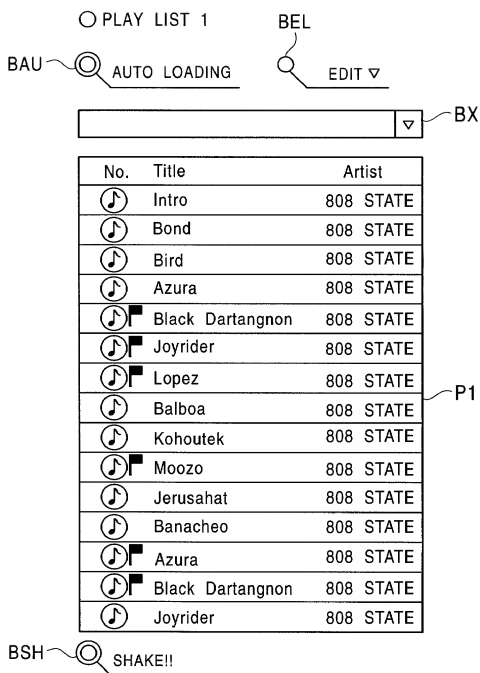


FIG. 7

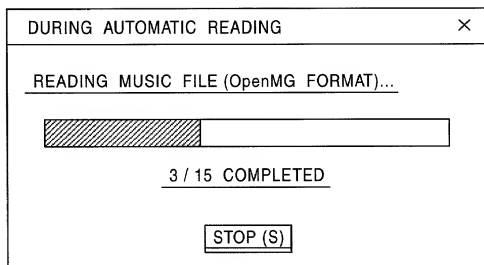


FIG. 9

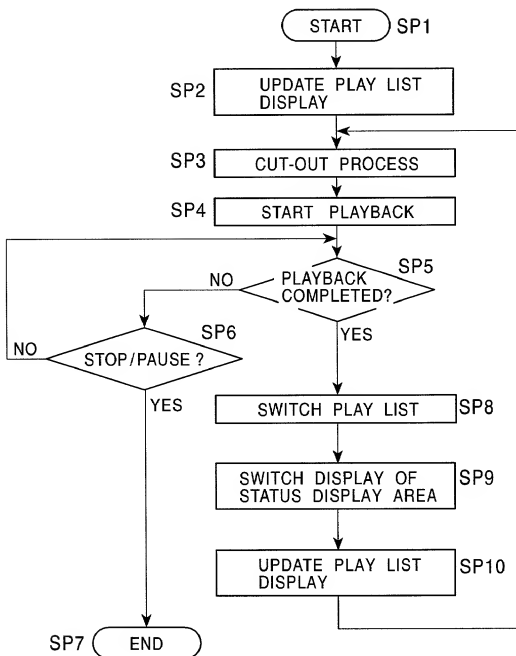


FIG. 10

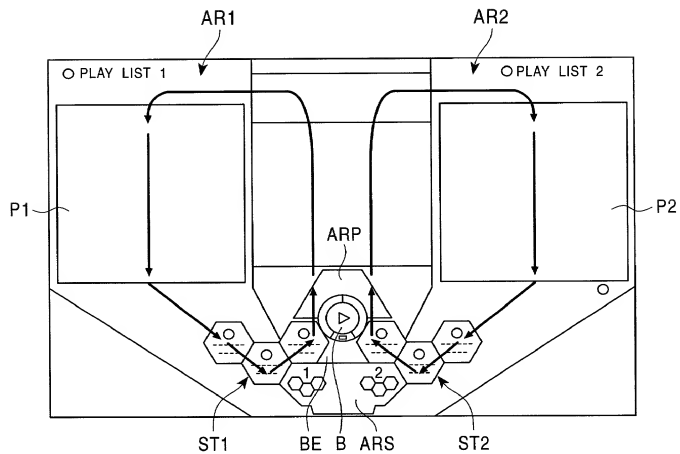


FIG. 11

STYLE		HARD	STANDARD	SOFT
SOUND VOLUME		HIGH VOLUME	MEDIUM VOLUME	LOW VOLUME
EQUALIZER		ROCK	POP	SOFT
SOUND FIELD		SMALL ROOM	STADIUM	LARGE HALL
SWITCHING INFORMATION	PLAYBACK REFERENCE TIME PERIOD	20 SECONDS	40 SECONDS	60 SECONDS
	CHANGE TIME PERIOD	1 SECOND	5 SECONDS	10 SECONDS
	TRANSITION TIME PERIOD	0 SECONDS	2 SECONDS	5 SECONDS
GUI INFORMATION		HARD	STANDARD	SOFT
MOVING PICTURE		HARD	STANDARD	SOFT

FIG. 12

STYLE	HARD	STANDARD	SOFT
SWITCHING-TIME	○○○	△△△	×××
SOUND EFFECT 1	H1	ST1	SF1
SOUND EFFECT 2	H2	ST2	SF2
⋮	⋮	⋮	⋮
SOUND EFFECT 10	H10	ST10	SF10

FIG. 13

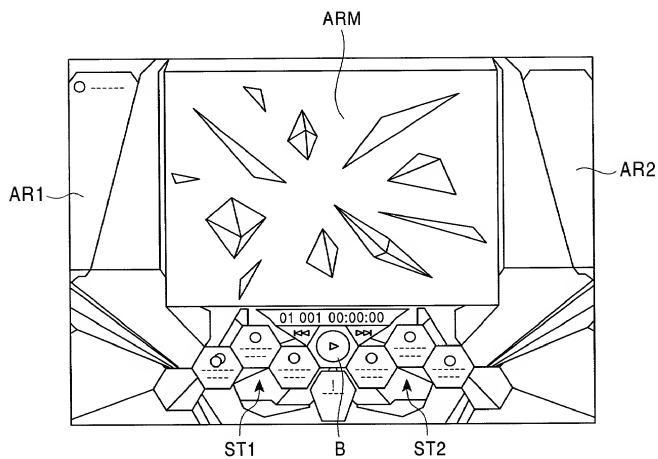


FIG. 14

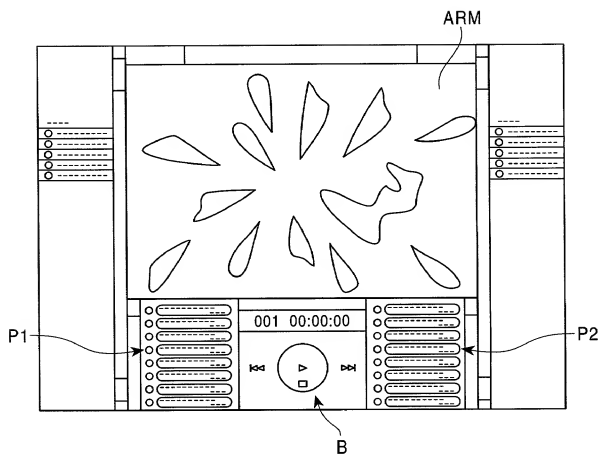


FIG. 15

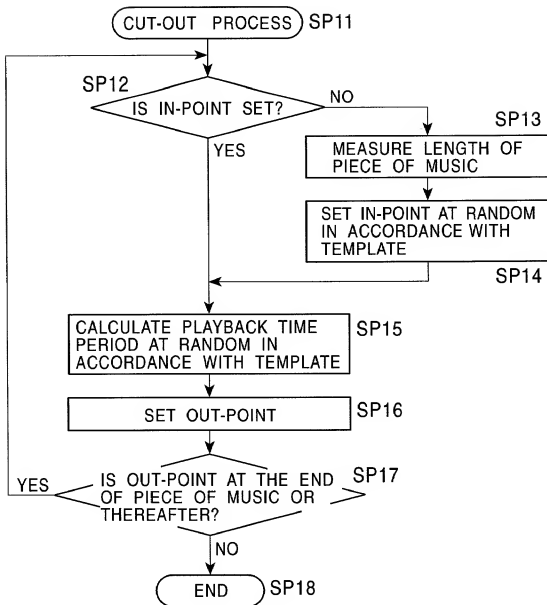
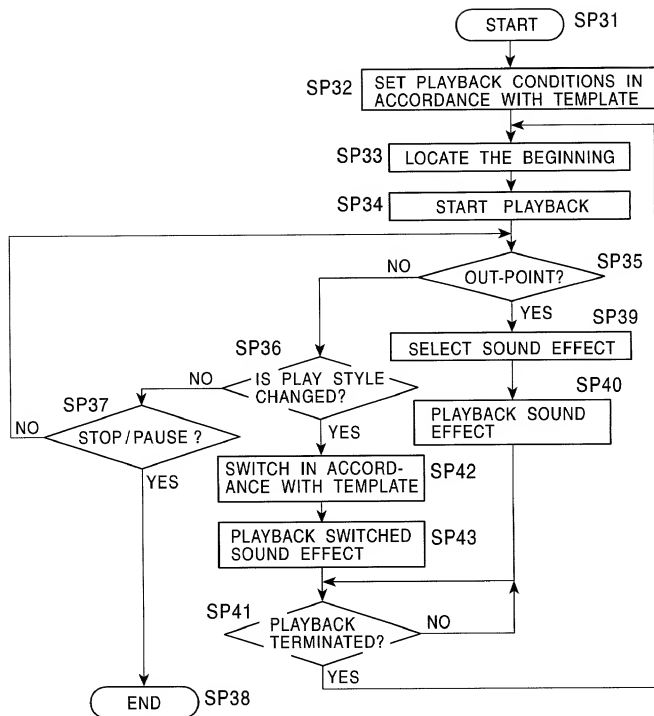


FIG. 16



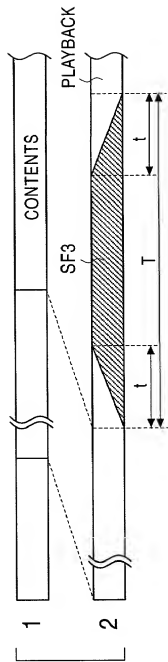
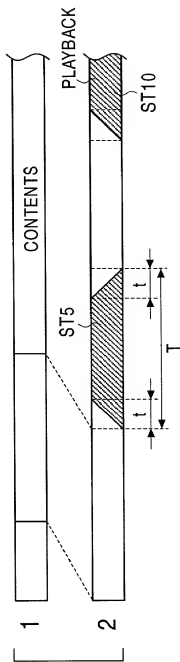
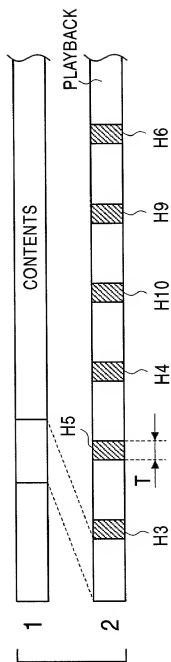


FIG. 18

